

# The Dragons Down Cyclopedia

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*Permission provided by game designer Scott DeMers*

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# Lineage Advantages

## **Dwarf (Caver)**

Dwarves are very comfortable in caves. Dwarves do not lose an action for spending any part of their turn in a cave clearing.

## **Elf (Magical)**

Elves are raised around magic and begin the game with an extra spell from the hero starting spells deck. The selected spell must match the color of a magic cube they select for their hero.

## **Gnome (Inventive)**

Gnomes are very inventive and crafty, often creating their own items. After all players have selected their starting items, the gnome draws 3 cards from the item deck and keeps one of them. Shuffle the unselected item cards back into the item deck.

## **Half-Elves (Two-Worlds)**

Half-Elves straddle the worlds of elves and humans. At the beginning of the game, half-elves choose either the elven advantage or the human advantage to use for the entirety of this game session.

## **Half-Orc (Mountaineer)**

Half-orcs are very comfortable in mountains and do not pay the additional action cost to enter a mountain clearing.

## **Halfling (Stealthy)**

Halflings are easily overlooked due to their short stature and quiet nature. Halflings may reroll one monster die per hide attempt, except during the cleanup step of combat.

## **Human (Adapted)**

Humans are very comfortable in civilization locations and receive one additional free action during any turn they are in a civilization location.

# Class Advantages

## **Archer (Steady)**

Archers have spent a lifetime honing their targeting skills. Archers may reroll one ranged attack die per attack.

## **Assassin (Backstab)**

The assassin is skilled at stalking their target. Assassins may ambush with a melee weapon, after which the assassin becomes unhidden.

## **Barbarian (Mountain Lore)**

Barbarians grew up in the mountains. Barbarians may reroll one die during each search action performed in a mountain clearing.

## **Bard (Musical)**

Bards are entertainers and minstrels in addition to being heroic. If the bard is in a civilization location at the end of the combat phase, they roll one mission die and receive the reward rolled.

## **Battle Mage (Power)**

The Battle Mage has honed the combination of magic and martial skills into one discipline. The Battle Mage may play one purple magic cube as if it is a red might cube each combat round.

## **Beastmaster (Faunamancy)**

Beastmasters can speak to wandering monsters and control them. Wandering monsters (summoned by the gray dice) do not block, challenge, or target a beastmaster, nor may a beastmaster target them. All other monsters act normally with the beastmaster. A beastmaster may attempt to hire a wandering monster via a hire action. To succeed, the beastmaster must reduce the hire price to 1x. The beastmaster only fails in a haggle attempt by rolling a door symbol. The beastmaster pays no actual cost to hire a wandering monster. All other hired natives rules apply (page 3). Monsters belong to no group. Thus, a closed door result on a haggle attempt does not prevent the beastmaster from hiring other wandering monsters on that same turn, even the same monster type (e.g. 2 giant

bats). Beastmasters lose fame for hired monsters that are killed.

The beastmaster may only have one wandering monster hired at a time. A beastmaster with a hired flying monster may choose to fly with the wandering monster during a move action, carrying only the beastmaster and no others natives. Beastmasters begin the game with no gold.

## **Berserker (Berserk)**

Berserkers can go into a frenzy in combat. Once per combat during the challenge step, the berserker may convert one action cube of any type into a heart for the duration of combat. At the end of combat, the heart converts back to the replaced cube (killing the berserker if they lose their last heart). Berserkers begin the game with no gold.

## **Black Knight (Feared)**

The Black Knight is a greatly-feared veteran of many wars, causing negotiations to go a little bit easier than for others. The Black Knight may reroll one haggle die once per trade action.

## **Brigand (Brotherhood)**

The brigand is the former leader of the bandits that have been plaguing the land of Dragons Down. The brigand begins the game with an outlaw token. The bandits are a native group to the brigand that will neither block, nor attack, the brigand. The brigand may hire them in any order (bandit leader last). The bandits respect cunning for any haggle attempts. If the brigand performs a loot action at the hideout or attacks any unhired bandit, the bandits treat the brigand like any other hero for the rest of the game and all current bandit hires of the brigand are placed back in the native tray immediately.

When the brigand searches for the hideout, secret stash, or wrecked wagons, the search succeeds without rolling any dice and without triggering any hidden traps. The brigand draws one treasure from the main treasure deck, in addition to any other rewards they may receive, when they find each of these sites.

**Burgess (Shrewd)**

Burgesses became wealthy by being shrewd and clever negotiators. The starting price for the burgess to hire a native is 3x the fame value of the native, not 4x the fame value.

**Cleric (Divine Protection)**

Clerics have the divine on their side. Any summoning die roll that would summon or move undead monsters to the cleric's clearing may be rerolled once per turn. The new result applies only to the Cleric's tile, with the prior result applying everywhere else.

**Conjurer (Mastery)**

Conjurers can control the random aspects of magic. Conjurers may reroll one die for the effects of a blue spell. Examples: Reroll one hit die for an Air Sword attack or each Tentacle attack. Reroll one die for OpennGate or Teleport. Must accept the new result.

**Druid (Natural Emanation)**

Druids know the magic of nature. Druids may choose not to wound green magic cubes in a spell box containing a wound symbol when casting spells.

**Explorer (Perceptive)**

Explorers have a keen eye for the unknown, often seeing clues that others miss. Once per explore or move action, upon revealing a wilderness token in a map tile, the explorer may mix the token back into the pool of wilderness tokens and draw another one. The explorer must accept this newly drawn wilderness token.

**Enchanter (Aura)**

Enchanters are adept at enchanting the world. Enchanters enchant a tile using one action less than normal.

**Executioner (Intimidation)**

The Executioner is an intimidating opponent that causes others to think twice before acting. In the first round of combat, the attack speed of all natives targeting the executioner is -1.

**Illusionist (Focus)**

Illusionists are extremely focused on their targets. When casting a spell with a "Target" or "Self or Other" symbol on it, the illusionist may choose not to wound a cube.

**Knight (Health)**

Knights are in excellent physical shape and skilled at dressing battlefield wounds. A knight may rest 1 cube for each rest action taken.

**Magician (Knowledge)**

Magicians know a little bit about many types of magic colors. Magicians may use any color of magic cube on the 2nd box of a spell card.

**Necromancer (Gravecalling)**

Necromancers have the ability to reanimate the dead as skeletal minions. If no monsters or enemy natives remain in the clearing at the end of combat, place one animated skeleton counter in the clearing for each hero, native, or non-undead monster that was killed in the clearing this turn, but not removed (e.g., fiery chasm removes all that it kills and does not produce animated skeletons). The necromancer may have a maximum of 4 animated skeletons in play at any time. Animated skeletons act as permanent hired natives until killed. If the necromancer is killed, all animated skeletons are also immediately killed earning fame for the hero that killed the necromancer. A necromancer earns no fame for killing their own animated skeletons, nor do they lose fame for animated skeletons that are killed. Skeletons are undead for all game purposes.

**Paladin (Honor)**

Paladins are very honorable in all of their dealings. When a paladin earns one or more LPs on a title, they earn +1 LP.

**Outcast (Overlooked)**

The outcast grew up on the edges of society, scorned by most, trusted by none, and surviving any way that they could. The outcast may not use a trade action to look at the possessions of a merchant or buy them. They may still do all of the other options of a trade action, including

looking at and taking missions normally. When selling possessions, the outcast receives half of the gold value, rounded up. The outcast may loot a merchant's treasures and items as if it were a found treasure site (the outcast does not have to search for the merchant first).

Organize merchant possessions as follows: deep treasures on top of treasures on top of items. New cards that are added to the merchant for any reason are placed on top of their respective cards already with the merchant. Players may not adjust the order of cards. The outcast takes the card at the spot indicated by the loot roll.

After looting (successful or not), the outcast must roll to hide (using all lineage, treasure, and sneak bonuses). If the outcast fails this hide roll, they are blocked, receive one outlaw token and may never again interact with that merchant in any way. Use the adventure journal to track merchants that are closed to the outcast.

### **Ranger (Woods Lore)**

Rangers know the woods after spending years in the wilderness. When in woods clearings, rangers may reroll one search die during each search action.

### **Rogue (Elusive)**

Rogues are quick on their feet and hard to catch. When evading, rogues that tie the maneuver speed of the fastest challenger may roll the two hit dice and successfully evade on a hit or equal sign result. The rogue is blocked on a miss result. Rogues challenge other heroes normally.

### **Runesword (Control)**

Runeswords have spent a lifetime learning about artifacts and how to control them. Runeswords may use a blue magic cube on any color of magic box on treasure cards.

### **Sorcerer (Specialized)**

Sorcerers are adept at casting magic using one discipline. If a sorcerer casts a spell using only one color of magic cube, the attack speed of the spell is +1

### **Soulless (Incorporeal)**

The Soulless have a limited physical body, more akin to a spirit than a living creature. Soulless may use all hidden paths when in their normal form (not shape shifted, etc).

### **Trickster (Illusionary Speed)**

The trickster is often underestimated because they are masters of role-playing and act like a buffoon. This gives the trickster an advantage in combat. When attacking, the trickster may change one hit die result from an equal symbol to a hit symbol.

### **Warlock (Blood Lust)**

Warlocks heal at the expense of others. Warlocks heal one cube each time the warlock hits an unarmored, non-undead enemy with a non-spell attack.

### **Warrior (Adept)**

Warriors have great dexterity and coordination. During the adjust equipment step of combat, warriors may always unequip one weapon card and equip another weapon card.

### **Witch (Familiar)**

The Witch is a purveyor of arcane magic and has an familiar which does the Witch's bidding. The familiar is psychically linked to the Witch and shares what it learns with the Witch. When playing the Witch, also take the 2 familiar tokens. Use one as the familiar hero counter and the other for turn order. The familiar has the following rules:

- When the familiar's turn order token is selected, the witch takes actions for the familiar only, using the familiar's hero counter.
- The familiar follows the same rules as any other hero. The familiar may only move, explore, and search. The familiar does not fly.
- When an familiar moves onto a map tile, place a wilderness token/civilization tokens in the tile face-down. The witch may not look at the token(s).
- When searching, the familiar may only search for a single wilderness or civilization token in the same map tile as the familiar or a hidden path in the same clearing as the familiar. Upon a

successful search for any one token, the witch may look at the face-down token, but does not reveal it.

- The familiar may not search for treasure sites or receive rewards from wilderness tokens (Forgotten City, items, treasures, etc.).
- The witch may not look at face-down tokens except immediately after a successful search.

It is good practice to record what the familiar sees in the adventure journal.

- The familiar does not summon monsters and may not target, be targeted, block, or be blocked. It does not participate in combat.

Spells may not be cast on, nor affect the familiar.

- If a hero moves onto a map tile containing face-down token(s) placed by the familiar, reveal the tokens in the tile instead of selecting new token(s) for the map tile.

### **Wizard (Studious)**

Wizards have spent years reading ancient texts and arcane runes. Wizards may reroll one learn spells die once per learn spells action.

# Treasure Manifest

## Adamantium Blade

Melee weapon. The optional might cube box on this card is automatically filled and does not count against the cube limit.

## Alchemical Lure

One-time use. During the challenge step of combat, select one monster in then clearing and choose a hero, native, or monster (other than itself) in the clearing to be challenged, targeted, and attacked by the monster this combat round. The monster returns to normal behavior next combat round.

## Alchemist's mixture

One-time use. Permanently replace one color of magic cube with another color.

## Arcane Bond

One-time use. During one hire action, the hire cost in gold is equal to the fame value. Must be used prior to any haggle attempts.

## Arcane Sword

Legendary treasure (earns a reward as an epic treasure). Melee weapon. One box of this weapon must be filled with a magic cube. An enchantment cube in the map tile may be used to fill this b

## Armageddon Hammer

Epic treasure. Melee weapon. Optional might cube box on this card is automatically filled and does not count against the cube limit.

## Artificer's Concoction

One-time use. Ranged weapon.

## Ascendant Ornament

Epic treasure. A purple magic cube placed on this treasure counts as a might cube on any might box on an active card of this hero. This card can have cubes placed on it in addition to other cards.

## Band of Sagacity

Epic treasure. A yellow magic cube placed on this treasure allows the hero to reroll a hit die roll by or against them one time per combat round. This card can have cubes placed on it in addition to other cards.

## Banner of the Brigands

All heroes in the clearing with the banner gain 1 matching respected icon with the bashkirs, rogues, and sellswords. All heroes in the clearing with the banner lose 1 matching respected icon with knights, soldiers, and watch. The effects are cumulative with other treasures. Must always be face-up. If face-down and viewed by a hero, it becomes active and is placed face-up (treasure pile, merchant, etc.). If its owner is killed, it is placed face-up in the clearing. Anyone entering the clearing immediately takes possession.

## Banner of Legitimacy

All heroes in the clearing with the banner lose 1 matching respected icon with the bashkirs, rogues, and sellswords. All heroes in the clearing with the banner gain 1 matching respected icon with the knights, soldiers, and watch. The effects are cumulative with other treasures. Must always be face-up. If face-down and viewed by a hero, it becomes active and is placed face-up (treasure pile, merchant, etc.). If its owner is killed, it is placed face-up in the clearing. Anyone entering the clearing immediately takes possession.

## Bard's Bouzouki

Epic treasure. The hero has +1 cunning, wisdom, and charisma while equipped. The effects are cumulative with other treasures.

## Baton of the Lost Prince

Epic treasure. The hero has +1 matching respected icon during a hire action. The effects are cumulative with other treasures.

**Battle Staff**

Melee weapon. The required might box on this card is automatically filled and does not count against the hero's cube limit.

**Bauble of Cunning**

Increases the cunning attribute of the hero by one.

**Bejeweled Breastplate**

Armor. Valuable.

**Bejeweled Helm**

Armor. Valuable.

**Bejeweled Shield**

Armor. Valuable.

**Belt of Expansion**

Gain two additional miscellaneous positions in which to carry cards.

**Belt of the Beast**

Epic treasure. Receive one might cube while the treasure is equipped.

**Bow of the Hunt**

Epic treasure. Extra sharp. Ranged weapon.

**Bracelets of Finesse**

May place one red might cube from the hero's healthy box in an attack speed or maneuver speed box. This cube counts against the combat round limit.

**Bracers of Vigor**

May place one brown speed cube from the hero's healthy box in a might box. This cube counts against the combat round limit.

**Broche of Deflection**

One-time use. Cancel one hit against the equipped hero.

**Brogans of the Birds**

Epic treasure. May fly during combat and for one move action taken each turn.

**Cape of Alteration**

Epic treasure. Healthy might cubes may only be placed in speed boxes. Healthy speed cubes may only be placed in might action boxes. Remember: Might cubes and boxes are red; speed cubes and boxes are brown.

**Casting Lens**

One-time use. Cubes may not be placed on other weapon or spell cards when using this card. When this attack is resolved, the hero selects one spell on an active treasure card they possess (not in the backpack) to be cast. No magic cubes are needed to cast this spell. The spell is removed from the game when the spell expires.

**Champion's Blade**

Legendary treasure (earns a reward as an epic treasure). Melee weapon. The attack speed of the champion's blade is always +1.

**Champion's Plate**

Legendary treasure (earns a reward as an epic treasure). Armor. Armor value of 4. Weight of 3. Cancels two swords.

**Charismatic Gemstone**

Increases the charisma attribute of the hero by one.

**Cipherstone**

One-time use. Prior to rolling the dice, automatically learn one spell on an active treasure card in the hero's possession (not in the backpack) during a learn spells action. The hero must have a magic cube that matches the color of the learned spell.

**Clashing Ring**

Placing a brown speed cube here increases the attack speed of the hero by one. This card can have cubes placed on it in addition to other cards.



### **Clodpoll Club**

Melee weapon. Must have less than 8 total active attribute icons in order to equip. If the hero has 8 or more active attribute icons at any time, the card is immediately unequipped to the backpack.

### **Codex of Cognition**

Epic treasure. May reroll one die during each learn spells action.

### **Coronet of the Lost Prince**

Epic treasure. The hero has +1 matching respected icon during a hire action. The effects are cumulative with other treasures.

### **Cursed Axe**

Melee weapon. Extra sharp. May not roll the hit dice. This weapon must be faster than its target's maneuver speed to hit.

### **Cursed Treasure**

Instant. Draw a treasure card from the pool to replace this card (if the Cursed Treasure card is a deep treasure card, draw a deep treasure card from the pool). Then roll on the curse table to determine a curse that affects the hero. The curse occurs even if the hero simply viewed the treasure (e.g. merchant, treasure site, etc.). Then remove the Cursed Treasure card from the game. Multiple Cursed Treasures can be drawn in succession when replacing a Cursed Treasure.

### **Dagger of Bite**

Melee and ranged weapon. Extra sharp.

### **Dancing Sword**

Epic treasure. The attack speed of the Dancing Sword is always +1.

### **Decimation**

Epic treasure. A black magic cube may be placed on Decimation to increase the damage delivered.

### **Digger's Ruin**

May reroll one search die once per search action while in a cave clearing.

### **Disenchanter**

While revealed, immediately remove any magic cube on the map tile containing the Disenchanter. Disenchanted does not flip the map tile over. The map tile in which the Disenchanter is located may not be enchanted for any reason. Must always be face-up. If face-down and viewed by a hero, it becomes active and is placed face-up (treasure pile, merchant, etc.). If its owner is killed, it is placed face-up in the clearing. Anyone entering the clearing immediately takes possession.

### **Dust of Destiny**

One-time use. Reroll any one die or dice roll in which you are the active hero, the target, or the attacker.

### **Earthen Cincture**

Epic treasure. Receive one green magic cube while the treasure is equipped.

### **Elemental Spherule**

One-time use. Cubes may not be placed on other weapon or spell cards when using this card. When this attack is resolved, the spell, Elemental, is cast. No magic cubes are needed to cast this spell.

### **Elven Amulet**

May reroll one search die once per search action while in a woods clearing.

### **Elven Helm**

Armor. Armor value of 1. No weight. Attacks that hit this armor cause no wounds.

### **Elven Shield**

Armor. Armor value of 1. No weight. Attacks that hit this armor cause no wounds.

### **Elven Slippers**

Epic treasure. A green magic cube placed on this treasure increases maneuver speed by one. This card can have cubes placed on it in addition to other cards.

### **Elven Vest**

Armor. Armor value of 1. No weight. Attacks that hit this armor cause no wounds.

### **Enchanted Treasure**

Instant. Draw a treasure card from the pool to replace this treasure, even if the hero simply viewed the treasure (e.g. merchant, treasure site, etc.). The map tile is flipped over and enchanted. Place a magic cube in the map tile matching the color of magic cube shown in the enchantment circle on the Enchanted Treasure card. Then remove the Enchanted Treasure card from the game.

### **Eternium Grimoire**

Legendary treasure (earns a reward as an epic treasure). When equipped, the player selects one of their hero's healthy magic cubes and replaces it with a another magic cube of their choice. Place the original magic cube near the hero board for reference. During an alert action, the hero may change the transformed cube to any color of magic cube they wish (in addition to the other benefits of the alert action). If unequipped, the original magic cube replaces the transformed magic cube.

### **Explorer's Boots**

May use all hidden paths without finding them. Hidden paths do not become known by the hero, but they may be used.

### **Fade Essence**

One-time use. The hero is immediately hidden. Can be used during the action phase or the cleanup step of combat, including after a failed hide roll

### **Figurine of the Stalk**

Epic treasure. Valuable. During the challenge step of combat, monsters always challenge an unhidden hero that possesses the figurine of the stalk. Spells and other treasures take precedence over the figurine (e.g. alchemical lure, discord, etc.). Must always be face-up. If face-down and viewed by a hero, it becomes active and is placed face-up (treasure pile,

merchant, etc.). If its owner is killed, it is placed face-up in the clearing and anyone entering the clearing immediately takes possession.

### **Foci of the Spellcaster**

Epic treasure. May place one magic cube in a might box. This cube must come from the hero's healthy box and counts against the combat round limit.

### **Gage of the Thief**

May reroll one loot die once per loot action.

### **Galdric of Enchantment**

One-time use. The tile containing the hero immediately flips over and is enchanted with a magic color of the hero's choice. If used while the disenchanter is in the tile, the galdric is discarded with no effect.

### **Garb of the Gate**

Epic treasure. May move to any revealed gate clearing paying normal movement costs as if connected by a path.

### **Gauntlets of Brawn**

Counts as one might cube in an existing might box on a card. Does not add a might box to the card. This cube does not count against the combat round limit.

### **Gloves of Aggression**

Counts as one brown speed cube in an existing attack speed box. Does not add an attack speed box. This cube does not count against the combat round limit.

### **Golden Icon**

Epic treasure. Valuable.

### **Grommel's Talisman**

May reroll one search die once per search action while in a swamp clearing.

### **Guard Charm**

One-time use. May discard this treasure instead of taking one wound.

**Hamblen's Pendant**

May reroll one search die once per search action while in a mountain clearing.

**Hand of the Lich**

Epic treasure. The hero must wound one cube each turn at the end of their action phase. The attack speed of all spells cast by this hero is +1.

**Harmonic Hand Axe**

Melee and ranged weapon. Does not lose a sword icon when striking armor.

**Hawkeye**

May reroll one search die once per search action while in a plains clearing.

**Helm of True Sight**

Epic treasure. May reroll any number of dice once during each search action.

**Hex of Servitude**

One-time use. The hero may attempt to hire any native in the clearing during one hire action, not just the highest numbered native of a native group.

**Holdfast Leathers**

Legendary treasure (earns a reward as an epic treasure). Armor. Armor value of 2. Weight of 1. Cancels one sword. Attacks that hit this armor cause no wounds.

**Horn of the Dark Angel**

One-time use. Cubes may not be placed on other weapon or spell cards when using this card. When this attack is resolved, the spell, Fiery Chasm, is cast. No magic cubes are needed to cast this spell.

**Icon of the Dragon**

Epic treasure. Valuable. During monster activation, it summons as if a malevolent mountain summoning symbol (Juvenile Dragons) and a Sound summoning symbol (Adult Dragon) are printed on the map tile, if not already present. Printed summoning symbols on the map tile summon normally. If the malevolent mountain

and sound summoning symbols are already printed on the map tile, dragons are not summoned twice.

Must always be face-up. If face-down and viewed by a hero, it becomes active and is placed face-up (treasure pile, merchant, etc.). If its owner is killed, it is placed face-up in the clearing and anyone entering the clearing immediately takes possession.

**Igneous Flame**

One-time use. Cubes may not be placed on other weapon or spell cards when using this card. When this attack is resolved, the spell, Fireball, is cast. No magic cubes are needed to cast this spell.

**Incanter's Jewel**

Epic treasure. Receive one blue magic cube while the treasure is equipped.

**Jeweled Thief's Skull**

Epic treasure. Valuable.

**King's Pardon**

One-time use. When in a civilization location, the hero may discard up to two of their outlaw tokens. May not be used to discard other player's outlaw tokens.

**Mace of Absolution**

Melee weapon. Must have 3 or more active wisdom attribute icons in order to equip. If the hero has less than 3 active wisdom attribute icons at any time, the card is immediately unequipped to the backpack. The optional might cube box on this card is automatically filled and does not count against the cube limit.

**Mace of Smiting**

Melee weapon. A required might box is automatically filled and does not count against the hero's cube limit.

**Mageshift Medallion**

Legendary treasure (earns a reward as an epic treasure). When equipped, the player selects one of the hero's magic cubes and replaces it with 2 might cubes. Place the

cube near the hero board for reference. If unequipped, the two might cubes are returned to the supply and the original magic cube is returned to the hero. If either might cube being returned to the supply was wounded, the magic cube returns to the hero wounded. Once equipped, the magic cube that was replaced may not be changed unless the medallion is unequipped and then reequipped.

### **Magical Bowl of Mixing**

Epic treasure. A blue magic cube placed on this treasure permanently converts a single magic cube from one color to another color, in either direction, as shown.

### **Mirror of Idolatry**

Epic treasure. The hero may not sneak or alert while possessing this card. Must always be face-up. If face-down and viewed by a hero, it becomes active and is placed face-up (treasure pile, merchant, etc.). If its owner is killed, it is placed face-up in the clearing and anyone entering the clearing immediately takes possession.

### **Mithral Chainmail**

Epic treasure. Armor. Cancels one sword. Lighter than normal chainmail.

### **Mithral Plate Armor**

Epic treasure. Armor. Cancels one sword. Lighter than normal plate armor.

### **Mithral Shield**

Epic treasure. Armor. Cancels one sword. Lighter than a normal shield.

### **Orb of Far Sight**

Epic treasure. May perform a search action in any clearing in the current map tile or an adjacent map tile. Upon a successful search of an adjacent tile which has no wilderness or civilization tokens in it, place a matching token(s) in the tile. The hero may then look at the token and decide to place it face-down or face-up (receiving any rewards for revealing tokens).

If playing using the exploration rules, the hero may explore as if in a mountain clearing regardless of the actual clearing type.

### **Panacea of Persuasion**

One-time use. The hero has +1 cunning, wisdom, and charisma this turn. The effects are cumulative with other treasures.

### **Peace Pendant**

One-time use. Cubes may not be placed on other weapon or spell cards when using this card. When this attack is resolved, the spell, Peace, is cast. No magic cubes are needed to cast this spell.

### **Pebble of Irritation**

One-time use. Cubes may not be placed on other weapon or spell cards when using this card. When this attack is resolved, the spell, Discord, is cast. No magic cubes are needed to cast this spell.

### **Portable Hole**

One-time use. Cubes may not be placed on other weapon or spell cards when using this card. When this attack is resolved, the spell, Teleport, is cast. No magic cubes are needed to cast this spell.

### **Potion of Energy**

One-time use. One additional speed cube from the healthy box may be played each combat round until the end of combat.

### **Potion of Flight**

One-time use. Until the end of the next Action phase, this hero may fly.

### **Potion of Healing**

One-time use. Move all cubes from the wounded box to the healthy box.

### **Potion of Maneuver**

One-time use. Receive one brown speed cube permanently.

**Potion of Might**

One-time use. Receive one red might cube permanently.

**Potion of Relief**

One-time use. Remove all curses and permanent spell effects. May not be used to selectively remove curses and permanent spells.

**Quick Ring**

Placing a brown speed cube here increases the maneuver speed of the hero by one.

**Ring of Malevolence**

Epic treasure. Receive one black magic cube while the treasure is equipped.

**Ring of Strength**

The optional might box on one equipped weapon is automatically filled without using a might cube.

**Ring of the Magi**

Enchanting a tile requires one enchant action less to take effect.

**Ring of Truth**

Epic treasure. Receive one white magic cube while the treasure is equipped.

**Robe of the Chanter**

Epic treasure. Receive one yellow magic cube while the treasure is equipped.

**Robust Ring**

Receive +1 health while the treasure is equipped.

**Sabre of the Fencer**

Melee weapon. May place one speed cube on this card to count as a might cube. Has the attack length of a great sword.

**Satchel of a Giant**

Instant. The hero draws and keeps two treasure cards (not deep treasure cards), then remove the Satchel of a Giant card from the game.

**Scepter of the Sorcerer**

Epic treasure. Receive one purple magic cube while the item is equipped.

**Sending Stones**

One-time use. May perform one trade action as if they were in any clearing already on the map. The hero is not actually in the selected clearing and so cannot be blocked by monsters in that clearing.

**Shadow Cloak**

Epic treasure. Reroll any hide reaction once per turn. Must reroll all dice.

**Shaman's Kaftan**

Epic treasure. Any magic cube placed on this treasure turns it into armor. If no magic cube is on the kaftan, then the kaftan is ignored and cannot be damaged. This card can have cubes placed on it in addition to other cards.

**Shield of Defiance**

Epic treasure. Armor. Armor value of 3. Weight of 2.

**Shield of Mercy**

Epic treasure. This treasure may be used as a normal shield. If a white magic cube is placed on this treasure during a combat round, the hero takes no wounds from any hits that are blocked by this shield, even if the shield is destroyed. This card can have cubes placed on it in addition to other cards.

**Shield of the Lost Prince**

Epic Treasure. Armor. Armor value of 2. Weight of 2. Cancels 1 extra sword icon.

**Shoes of the Thief**

May evade as if the hero had placed three maneuver cubes. No cubes are placed and no additional cubes may be added to make it faster.

**Sin Sword**

Melee weapon. Must have 3 or more active intelligence attribute icons in order to equip. If

the hero has less than 3 active intelligence attribute icons at any time, the card is immediately unequipped to the backpack. The optional might cube box on this card is automatically filled and does not count against the cube limit.

### **Skeleton Key**

Opens the monolith and chamber. Avoids hidden traps at the secret cache, hideout, and wrecked wagons.

### **Skull Splitter**

Legendary treasure (earns a reward as an epic treasure). Melee weapon. One mandatory might cube box on this card is automatically filled and does not count against the cube limit.

### **Sparkler of Wisdom**

Increases the wisdom attribute of the hero by one.

### **Spear of Piercing**

Melee or ranged weapon. Extra sharp. If used two-handed, damage may be optionally increased by one.

### **Spell Book and Spell Scroll**

Contains 1-3 spells. When a spell book or scroll is revealed, draw the indicated number of spell cards from the deck and place them face-down under the treasure card. A hero performing a trade action with a merchant may reveal the spell book to all players in order to draw and secretly look at the spells attached to the treasure card. The base price of the treasure card is the sum of the spells remaining with the spell book or spell scroll. The hero possessing the spell book or spell scroll may freely look at the attached spells at any time. These spells are available for a spell caster to learn if the hero has a magic cube matching the spell type. The treasure card is discarded if the last spell is removed from it, typically because a spell caster learned the spell.

### **Staff of Souls**

Whenever the staff hits an unarmored, non-undead target, the hero wielding the staff heals one wound.

### **Staff of the Magi**

Epic treasure. The hero may choose to ignore one wound symbol on a spell card.

### **Summoning Marcation**

Epic treasure. Valuable. During monster activation, it summons as if all local monster die summoning icons printed on map tiles in adjacent tiles are also located in the map tile containing the summoning marcation.

Must always be face-up. If face-down and viewed by a hero, it becomes active and is placed face-up (treasure pile, merchant, etc). If its owner is killed, it is placed face-up in the clearing. Anyone entering the clearing immediately takes possession.

### **Sword of the Lost Prince**

Epic treasure. Has a sword icon on two different might boxes. Valuable.

### **Sword of Torment**

Epic treasure. Extra sharp. The hero loses one health while this treasure is equipped. The hero regains the health if the treasure is unequipped.

### **Symbol of Alertness**

May perform one alert action which does not count against the turn's action limit.

### **Symbol of Commerce**

May perform one trade action which does not count against the turn's action limit.

### **Symbol of Greed**

May perform one loot action which does not count against the turn's action limit.

### **Symbol of Knowledge**

May perform one learn spells action which does not count against the turn's action limit.

**Symbol of Magic**

May perform one enchant action which does not count against the turn's action limit.

**Symbol of Motion**

May perform one move action which does not count against the turn's action limit.

**Symbol of Rest**

May perform one rest action which does not count against the turn's action limit.

**Symbol of Stealth**

May perform one sneak action which does not count against the turn's action limit.

**Symbol of Vision**

May perform one search action which does not count against the turn's action limit.

**Talaria of the Gladiator**

Counts as one brown speed cube in an existing maneuver speed box. Does not add a maneuver box. This cube does not count against the combat round limit.

**Taper of Illumination**

Epic Treasure. Do not lose an action when in a cave clearing on the hero's turn.

**Temporary Mist Stone**

One-time use. Cubes may not be placed on other weapon or spell cards when using this card. When this attack is resolved, a temporary version of the spell, Vapor Form, is cast. The spell expires at the end of the action phase of the next turn. No magic cubes are needed to cast this spell.

**Thief's Lucky Coin**

One-time use. Roll one die during one loot action.

**Time Stone**

One-time use. One attack in the clearing that ties on maneuver speed hits the target.

**Tinkerer's Timepiece**

One-time use. The hero may take 2 extra actions of their choice on their turn.

**Tome of Conjuring**

One-time use. Receive one blue magic cube permanently.

**Tome of Fay**

One-time use. Receive one yellow magic cube permanently.

**Tome of Nature**

One-time use. Receive one green magic cube permanently.

**Tome of Power**

One-time use. Receive one purple magic cube permanently.

**Tome of Righteousness**

One-time use. Receive one white magic cube permanently.

**Tome of the Black Arts**

One-time use. Receive one black magic cube permanently.

**Tome of Tricks**

One-time use. Receive one grey magic cube permanently.

**Tome of Wizardry**

One-time use. Receive one magic cube of the hero's choice permanently.

**Trickster's Stone**

Epic treasure. Receive one grey magic cube while the treasure is equipped.

**Tricky Ring**

Epic treasure. A grey magic cube placed on this treasure increases the hero's attack speed by one. This card can have cubes placed on it in addition to other cards.

**Vain Blade**

Melee weapon. Must have 3 or more active charisma attribute icons in order to equip. If the hero has less than 3 active charisma attribute icons at any time, the card is immediately unequipped to the backpack.

**Vorpal Cutlass**

Melee weapon. Extra sharp.

**Wand of the Magician**

Epic treasure. When casting targeted spells, may reroll one or two hit dice on each hit dice roll.

**Warblade**

Melee weapon. Requires that one speed cube be placed on this treasure in lieu of a might cube.

**Whispering Compass**

One-time use. May use all hidden paths this turn, even if not found. Used hidden paths are not found.

**Writ of Redemption**

One-time use. The price to buy any one card from a merchant is 1x the base price.



# Treasure Site and Legendary Location Reference

## Adventurer's Corpse

A hero that has found the Adventurer's Corpse may approach the corpse as one of their actions during their turn. Upon approaching the corpse, complete the following steps.

- Shuffle the Holdfast Leathers and the Skull Splitter legendary treasure cards together with any deep treasure cards that are in the site containing the Adventurer's Corpse. Place the shuffled deep treasure cards on top of any treasure cards in the treasure site. The site is looted per normal rules.
- The hero receives one random curse.
- Remove the Adventurer's Corpse legendary location card and token from the game.

## Arcanis Engima

A hero that has found the arcanis engima may attempt to solve the puzzle as one of their actions during their turn. Roll the 2 haggie dice.

- If either die shows a closed door, the hero receives one random curse and the attempt fails.
- If the hero rolls higher than their cunning, the attempt fails, but the hero suffers no consequences.
- If the hero rolls less than or equal to their cunning, the attempt succeeds.
  - If the map tile is not enchanted with both blue and purple cubes, flip the map tile and enchant it with both blue and purple magic cubes.
  - If the map tile is already enchanted with both blue and purple cubes when a success is rolled, the hero receives the Mageshift Medalion. Remove the Arcanis Engima legendary location card and token from the game.

## Cavernous Pit

When the Cavernous Pit is first revealed, draw two cards from the deep treasure pile and place them on top of the Cavernous Pit legendary location card.

A hero that has found the Cavernous Pit may attempt to climb into the pit as one of their actions during their turn. The player places cubes to fill attack speed boxes on their lineage, class, and treasure cards as they wish. The number of filled boxes is their dexterity. Boxes on weapons do not count. The hero rolls the 2 haggie dice.

- If either die shows a closed door, the hero receives one wound.
- If the hero rolls higher than their dexterity, the attempt fails, but the hero suffers no consequences.
- If the hero rolls less than or equal to their dexterity, the attempt succeeds.
  - Draw one deep treasure card from the Cavernous Pit card.
  - If the final deep treasure card is drawn from the Cavernous Pit, remove the Cavernous Pit legendary location card and token from the game.

## Catacombs

Labyrinth: One side of the terrain pack setup card includes a labyrinth at the catacombs. Any loot attempt die result that is higher than the cunning attribute of the hero automatically fails, even if the loot roll would normally have resulted in a treasure being received.

## Collapsed Passage

When the Collapsed Passage is first revealed, draw two cards from the deep treasure pile and place them on top of the Collapsed Passage legendary location card.

A hero that has found the Collapsed Passage may attempt to clear the passage as one of their actions during their turn. Roll the 2 haggie dice and compare the result to the number of might cubes in the hero's healthy box.

- If either die shows a closed door, the hero receives one wound.

- If the hero rolls higher than their might cubes, the attempt fails, but the hero suffers no consequences.
- If the hero rolls less than or equal to their might cubes, the attempt succeeds.
  - Draw one deep treasure card from the Collapsed Passage card.
  - If the final deep treasure card is drawn from the Collapsed Passage, remove the legendary location card and token from the game.

### **Chamber**

**Massive Door:** One side of the terrain pack setup card includes a massive door on the chamber. No hero may loot the chamber until it is opened. The chamber is opened by an attack upon it that causes 4 or more damage (including sword icons), by a hero possessing the skeleton key, or by a hero possessing 4 healthy might cubes when no monsters are present. Once opened, any hero may loot the chamber.

### **Grave of the Champion**

When the Grave of the Champion is first revealed, draw one card from the deep treasure pile and shuffle it together with the Champion's Plate and Champion's Blade legendary treasure cards. Place these cards on top of the Grave of the Champion legendary location card.

Once found, heroes may use a loot action to loot the Grave of the Champion as they would any other treasure site. When looting the Grave of the Champion, a loot roll of 5 on either loot die causes the hero to receive a random curse.

### **Hideout**

**Hidden Trap:** Side 2 of the terrain pack setup card includes a hidden trap on the hideout. The hero that first finds the secret cache must wound one random cube or heart unless they possess the skeleton key treasure.

### **Infernal Glyphs**

A hero that has found the Infernal Glyphs may attempt to read the glyphs as one of

their actions during their turn. Roll the 2 learn spells dice and compare the results to the Infernal Glyphs card. Apply any benefits that would normally apply when learning spells (lineage and class advantages, treasures, spells, etc.).

- If both dice show curse symbols, roll both of the numbered summoning dice and summon a number of wandering monsters equal to the gray die and a number of local monsters equal to the black die to the hero's clearing. Monsters already in the map tile do not move. Arriving monsters will attempt to block the hero immediately.
- If one die shows a curse symbol, but the other does not, the hero receives one random curse.
- If the hero rolls two spell book symbols, the attempt succeeds.
  - If the map tile is not enchanted with both a black and gray cube, flip the map tile and enchant it with a black and a gray cube.
  - If the map tile is already enchanted with both a black and gray cube when a success is rolled, draw 3 cards from the top of the spell deck and look at them. The player may select any one spell from those drawn and learn it, earning the reward for learning a spell. The hero must be able to learn the selected spell. Shuffle all spells not learned back into the spells deck.
- A hero taking subsequent read the glyphs actions on the same turn after a failed attempt does not need to reroll dice that show spell book symbols.

The Infernal Glyphs are a site, and thus permanent. There is no limit to the number of times a hero may attempt to read the glyphs.

### **Lost Battalion**

**Disembodied:** Side 2 of the terrain pack setup card has disembodied treasures for the lost battalion. The lost battalion site may not be looted until the last lost battalion monster is killed.

### **Monolith**

**Magic Seal:** Side 2 of the terrain pack setup card includes a magic seal on the monolith. The monolith may not be looted until it is opened. The monolith may be opened at any time by wounding any magic cube or by possessing the skeleton key treasure. Once opened, any hero may loot the monolith.

### **Riddle of the Imp**

A hero that has found the Riddle of the Imp may attempt to solve the riddle as one of their actions during their turn. Roll the 2 haggle dice.

- If both dice show a closed door, the imp monster chip is placed in the clearing and the imp blocks the hero, even if the hero was hidden.

- During the combat phase, the imp will act like a normal monster, except it will challenge and target this hero in all combat rounds, even if other heroes or hired natives are present. If using the optional luring rules, it cannot be lured.

- If this hero is killed, the imp is immediately removed from the map and returned to the chip tray, even in the middle of a combat round.

- A hero that kills the imp receives the fame value as normal. If killed, the imp chip is taken as a reward and the Riddle of the Imp legendary location card and token is removed from the game.

- If combat ends in the round, the imp chip is returned to the chip tray.

- If the hero rolls higher than their wisdom, the hero receives one random curse.

- If the hero rolls less than or equal to their wisdom, the attempt succeeds.

- If the map tile is not enchanted with both yellow and another cube, flip the map tile and enchant it with a yellow cube and a magic cube of the player's choice (other than yellow).

- If the map tile is already enchanted with both yellow and another cube when a success is rolled, the hero takes the imp chip as a reward and earns the indicated fame value. In addition, the hero may choose any magic cube

they wish and places it in their healthy box. Remove the Riddle of the Imp legendary location card and token from the game.

### **Secret Cache**

When the secret cache is searched for and found by a hero, it does not need to be looted. The hero that first finds the secret cache immediately takes both the deep treasure and the gold as if they had performed a successful loot action. The hero receives the legend point and fame reward for finding a treasure site.

If playing with the Dragons Down: Desolation expansion, the bandits can be summoned to multiple locations. The red arrow near the secret cache indicates that the chips for the bandits might be located on another setup card. The Bandits always summon as a group as if they were a single guardian.

**Hidden Trap:** Side 2 of the terrain pack setup card includes a hidden trap on the secret cache. The hero that first finds the secret cache must wound one random cube or heart unless they possess the skeleton key treasure.

### **Shrine**

**Active Wraith:** One side of the terrain pack setup card includes an active wraith at the shrine. After any loot attempt that results in a treasure being looted, immediately roll the local monster die. If it shows a treasure site symbol, the wraith is immediately summoned to the shrine from wherever it is located. Ignore all other results and monsters.

### **Smuggler**

The Smuggler respects no attributes and uses whatever is the lowest attribute score of the haggling hero.

### **Spellcaster's Simulacrum**

When the Spellcaster's Simulacrum is first revealed, draw one card from the deep treasure pile and shuffle it together with the Eternium Grimoire and Arcane Sword legendary treasure cards. Place these cards on top of the Spellcaster's Simulacrum

legendary location card. Once found, heroes may use a loot action to loot the Spellcaster's Simulacrum as they would any other treasure site. If a hero rolls a 5 on either loot die, they receive a random curse.

### **Statue of the Templar**

A hero that has found the Statue of the Templar may attempt to awaken the statue as one of their actions during their turn. Roll the 2 haggle dice.

- If both dice show a closed door, the statue monster chip is placed in the clearing and the statue blocks the hero, even if the hero was hidden.° During the combat phase, the statue will act like a normal monster, except it will challenge and target this hero in all combat rounds, even if other heroes or hired natives are present. If using the optional luring rules, it cannot be lured.

- ° If this hero is killed, the statue is immediately removed from the map and returned to the chip tray, even in the middle of a combat round.

- ° A hero that kills the statue receives the fame value as normal. If killed, the statue chip is taken as a reward and the Statue of the Templar legendary location card and token is removed from the game.

- ° If combat ends in the round, the statue chip is returned to the chip tray.

- If one die shows a closed door, the hero receives one random curse.

- If the hero rolls higher than their charisma, the attempt fails.

- If the hero rolls less than or equal to their charisma, the attempt succeeds.

- ° If the map tile is not enchanted with both white and green cubes, flip the map tile and enchant it with both white and green cubes.

- ° If the map tile is already enchanted with both white and green cubes when a success is rolled, the hero takes the statue chip as a hired native at no cost. The statue has an infinite hire term.

All other hired natives rules apply (page 3).

Remove the Statue of the Templar legendary location card and token from the game.

### **Treacherous Ledge**

When the Treacherous Ledge is first revealed, draw two cards from the deep treasure pile and place them on top of the Treacherous Ledge legendary location card.

A hero that has found the Treacherous Ledge may attempt to cross the ledge as one of their actions during their turn. The player places cubes to fill maneuver speed boxes on their lineage, class, and treasure cards as they wish. The number of filled boxes is their dexterity. Boxes on weapons do not count. The hero rolls the 2 haggle dice.° If either die shows a closed door, the hero receives one wound.

- If the hero rolls higher than their dexterity, the attempt fails, but the hero suffers no consequences.

- If the hero rolls less than or equal to their dexterity, the attempt succeeds.

- ° Draw one deep treasure card from the Treacherous Ledge card. If the final deep treasure card is drawn from the Treacherous Ledge, remove the legendary location card and token from the game.

### **Wrecked Wagons**

When the wrecked wagons are searched for and found by a hero, they do not need to be looted. The hero that first finds the wrecked wagons receives the legend point and fame reward, and takes the treasures and gold as if they had performed successful loot actions.

Hidden Trap: Side 2 of the terrain pack setup card includes a hidden trap on the wrecked wagons. The hero that first finds the wrecked wagons must wound one random cube or heart unless they possess the skeleton key treasure.

# Monster and Native Reference

## Unique Monsters

All Guardians, the Orc Lord, Orc Champion, Goblin King, and Kobold Rex are considered unique monsters. Unique monsters are immune to some game effects, such as being selected for the Shape Shift spell.

## Bandits

Dragons Down: Desolation introduces additional treasure sites to which the Bandits may be summoned. The Bandits may appear at the Hideout, Secret Cache, and/or Wrecked Wagons. The red arrow next to the bandits on the setup cards indicates that the bandits counters might be located on another setup card. The bandits may summon from the setup cards or the map. If on the map, the bandits will not leave a treasure site clearing that contains a hero. If the bandits are summoned to multiple clearings simultaneously,

## Demon

The Demon casts Fiery Chasm on the back side of the counter. If so, follow the rules of the Fiery Chasm spell as normal. Since the Demon is a flying monster, it is immune to the effects of the spell.

## Dragons

The Great Drake, Great Wurm, and Adult Dragons may breathe fire. Dragons breathing fire follow the characteristics of the Fireball spell (including targeting up to 4 heroes in the clearing). A dragon's fireball is not a spell and is treated as a non-magical, ranged attack. Dragons will target up to 4 heroes in the clearing (determine randomly if more than 4 heroes are present). If only one hero is present, dragons will target only the one hero and the attack will be stronger per the spell.

## Elf 2

Elf 2 casts hesitation depending on her tactics. She will not target a hero, native, or monster that is already under the effects of a hesitation spell with another hesitation spell, if possible.

## Lich

The Lich casts Vapor Form on the back side of the counter. If so, the Lich casts it on their target, not on itself. The Lich may cast Vapor Form on a new target every combat round. Follow the rules of the Vapor Form spell as normal.

## Lizardfolk Shaman

The Lizardfolk Shaman is a unique monster. The front side of the Shaman casts the Elemental spell. Once summoned, the elemental behaves like a regular monster. The elemental immediately disappears if the Shaman is killed (earning no points for killing the elemental should this occur). The Shaman may not summon multiple elementals. If a Shaman-summoned elemental is alive when the Shaman's Elemental attack is processed, simply ignore the spell. The Shaman does not attack that round.

## Omnicrux

The Omnicrux only attacks with spells. The front side is a Fireball spell which the Omnicrux will use to target up to 4 heroes in the clearing (determine randomly if more than 4 heroes are present). If only one hero is present, the Omnicrux will target only the one hero. This is a spell attack, different than a dragon breathing fire. The back side is a Disorient spell. Should the disorient spell hit a hero, immediately flip over the Omnicrux (it does not attack again this round). The Omnicrux may flip over normally during the monster tactics step of combat. There is no limit to the number of times a hero may be disoriented by the Omnicrux, but the effects are not cumulative.

**Rogue 4**

Rogue 4 casts affliction and illusion depending on his tactics. When casting illusion, he will cast it on a random unhired native, including himself, not already under the effects of an illusion spell.

**Titan**

The Titan casts Teleport on the front side of the counter. If so, the Titan casts it on their target, not on itself. Follow the rules of the Teleport spell as normal. To determine the tile to which the target is teleported, roll both of the summoning dice to determine a terrain and a tile symbol. If either die roll is not in play, reroll that die until a tile in play is determined. Then roll a d6 to determine the clearing.

# Spell Manifest

## UNIVERSAL SPELLS

Universal spells are accessible to all magic users and represent magic that requires no specific discipline of study. All casters of magic have access to spells from the universal arts.

## Break Spells

Targeted. Instantaneous. Use any color(s) of cubes. Wound one cube. Immediately cancels all curses and spells on the target.

## **BLACK SPELLS**

Black spells are from the realm of death and evil. Black spells tend to bring misfortune, curses, and death to those targeted by it. Black magic is not subtle.

### **Affliction**

Targeted. Instantaneous. If the spell hits, the target immediately suffers one wound.

### **Curse**

Targeted. Instantaneous. Wound one black cube. If the spell hits, the target receives one random curse from the curse table. The curse is permanent unless removed via the Break Spells spell or by paying to remove curses at a civilization location. Curses are not-cumulative, but a hero can have multiple curses.

### **Dark Matter**

Targeted. Permanent. Wound one black cube. If the spell hits a monster or native, swap might and attack speed and ignore sword icons. If a monster is casting a spell, the new attack speed is equal to the number of spell boxes on the matching spell card and the monster attacks with might equal to the old attack speed. If the spell hits a player, might (red) cubes must be played on speed (brown) boxes and speed (brown) cubes must be played on might (red) boxes. Unresolved attacks swap speed and might cubes immediately as the targeted hero wishes, and may alter or cancel attacks. Example: not enough brown cubes to satisfy the mandatory might of a weapon.

### **Rule Undead**

Targeted. Combat. Wound one black cube. If the spell hits, the targeted undead monster is controlled by the caster for the rest of combat, or until the caster is killed, targets the monster, or leaves the clearing. If the monster's attack has not yet been resolved on the combat round in which the spell takes effect, the caster decides if the monster's attack is canceled or continues. The caster receives all rewards for kills made by the controlled monster. The caster

receives normal fame if the undead monster is killed by the caster.

### **Fiery Chasm**

Instantaneous. Wound one Black cube. Attacks all unhidden, non-flying heroes and monsters in the clearing, including the caster. All targets that are hit by the fiery chasm are immediately killed and any possessions are removed from the game.



## **BLUE SPELLS**

Blue spells are from the realm of conjuring. Blue magic focuses on manifesting and controlling things in the real world. Blue spells tend to break the rules of the physical world for the caster.

### **Floating Disk**

Self or other. Turn. The targeted hero may have any number of active treasures in their miscellaneous locations.

### **Open Gate**

Targeted. Instantaneous. Wound one blue cube. If the spell hits, the target is placed in a random clearing containing a revealed gate.

### **Tentacles**

Combat. Wound one blue cube. The caster places 4 tentacles on any number of targets, then roll the hit dice for each tentacle. Each double hit result lowers the target's maneuver speed by one. Each single hit result lowers the target's attack speed by one. Misses have no effect. Tentacles placed on dead targets may be placed elsewhere prior to the hero tactics step, otherwise they remain in place and the effects continue until the target is dead or the caster dies or leaves the clearing. Roll for the effect of newly placed tentacles immediately. If the caster is hidden, they must roll to stay hidden in any combat round that a tentacle is newly placed.

### **Air Sword**

Combat. Wound one blue cube. Beginning next combat round, in addition to any spells or attacks the caster wishes to do in combat, the caster controls a sword with a might of 2 and 1 sword icon that attacks with a speed of 2 (attack length 6). The Air Sword may not be targeted and is immediately removed if the caster is killed or leaves the clearing. The caster receives all rewards for kills made by the Air Sword. If the caster is hidden, they must roll to stay hidden at the end of each combat round while the air sword is in play.

### **Teleport**

Targeted. Instantaneous. Wound one blue cube. If the spell hits, the caster chooses a map tile up to two tiles away. Move the target to a random clearing on that tile.

## **GRAY SPELLS**

Gray spells are from the realm of trickery. Gray spells often involve altering the view of the world around the caster to confuse others, obfuscate reality, or making things disappear completely.

### **Divination**

Self or other. Turn. The targeted hero may reroll any number of dice during one loot action.

### **Envenom**

Self or other. Combat. Wound one gray cube. +1 sword icon to the next hit made by the envenomed hero or monster. If the hit target is not killed, it suffers +1 wound. Envenom affects the next hit regardless of whether it is made with a weapon, spell, or treasure. Envenom has no effect on the undead.

### **Illusion**

Self or other. Combat. Wound one gray cube. All attackers targeting the hero or monster suffer -1 to their attack speed. The effect is not cumulative with other illusion spells.

### **Anti-Magic**

Self or other. Combat. Wound one gray cube. The hero or monster may not be targeted by any spell with the target symbol on it. Indirect effects of spells without a target symbol may still affect the hero or monster. Anti-Magic does not affect the fireball of a dragon, but does affect other monsters that cast fireball.

### **Vapor Form**

Targeted. Permanent. Wound one gray cube. If the spell hits, the hero or monster, and all possessions becomes vapor. All cubes are unavailable. All possessions are inactive (as if they were in the backpack). The target takes no part in combat. They may not block or be blocked. They may only perform the explore and move actions. They may use all hidden paths while in vapor form, even if not found. Used hidden paths are not found.

## **GREEN SPELLS**

Green spells are from the realm of nature. Green magic seeks to live harmoniously with the natural world. Green magic calls upon the wild to aid the caster.

### **Nature's Help**

Self or other. Turn. The targeted hero may reroll any number of dice during one search action.

### **Trail Blaze**

Self or other. Turn. Wound one green cube. The hero may move one clearing for each move action, regardless of the clearing type being entered.

### **Move Earth**

Instantaneous. Wound one green cube. The caster may rotate the map tile they are in, or any adjacent map tile, to any orientation they wish. All paths on all tiles must always connect to other paths.

### **Calm**

Targeted. Instantaneous. Wound one green cube. If the spell hits, the caster may return the monster to the appropriate monster tray location. The spell has no effect on heroes, guardians, or the undead.

### **Elemental**

Combat. Wound one green cube. Randomly select one of the elemental counters and place it in the clearing. Starting next combat round, the elemental participates in combat under control of the caster. A caster earns no fame for killing their own elemental, but earns fame for kills made by the elemental. The spell expires if the elemental is killed. The spell expires if the elemental is killed, the spell caster is killed, or the spell caster leaves the clearing.

## PURPLE SPELLS

Purple spells are from the realm of sorcery. Purple magic is about the raw power of magic calling upon sorcery to create energy and control it in the real world. Purple spells create, change, and destroy.

### Iron Skin

Self or other. Combat. A hit against this target that does not strike armor follows the rules for armored monsters (removes one sword icon).

### Strength

Self or other. Combat. Wound one purple cube. The target's next hit during this combat phase causes +1 base damage. Strength spells are not cumulative.

### Fly

Self or other. Turn. Wound one Purple cube. The hero can fly until the end of the action phase next turn (see Flying in the other rules section).

### Fireball

Targeted (up to 4 targets). Ranged Attack. Instantaneous. Wound one Purple cube. Each target the spell individually hits is attacked by a separate ranged attack with a base damage of 2 + 1 sword. If only one target is selected, the spell has a base damage of 2 + 2 swords. Note: A dragon's fireball is not a spell, but has the effect of a fireball.

### Shape Shift

Self. Permanent. Wound one Purple cube. When this spell is cast the caster selects any non-undead, non-unique monster counter (no guardians or leaders. e.g. Kobold Rex) from the monster tray and replaces their hero with it. The caster may choose either side of the monster counter to be face-up during hero tactics each combat round and ignores the monster tactics step. The hero fights as a monster using the face-up monster characteristics, ignoring their own cubes and possessions. All monster wounds are healed at the end of combat.

While Shape Shift is active, the hero may perform sneak, make noise, move, search, and loot actions. All cubes are unavailable. All possessions are inactive (as if in the backpack). Possessions gained while shape shifted are placed in the backpack. When inactive, place the monster counter near the target's hero board. If the spell is canceled, return the monster to the appropriate monster tray location.

## **WHITE SPELLS**

White spells are from the realm of life and good. White spells tend to heal, promote life, and bring peace. White magic targets the undead as an abomination.

### **Soul Save**

Self or other. Combat. Undead that attack this hero or monster must reroll the most favorable single hit die result rolled, unless both die results were blank.

### **Heal**

Self or other. Combat. Wound one white cube. If the target is a hero, move any two cubes currently in the wounded box to the healthy box. If a monster, remove 2 wound cubes (pink cubes). May only be cast once per turn.

### **Life Armor**

Self or other. Combat. Wound one white cube. If the target is a hero, they are protected by weightless armor of strength 2. The armor created by this spell must always be hit first by attacks on this target. It can be damaged and destroyed. It does not prevent wounds. If the target is a monster, it gains armored status.

### **Turn Undead**

Instantaneous. Wound one white cube. All undead in the clearing are killed.

### **Peace**

Instantaneous. Wound one white cube. Combat immediately ends in the clearing. Do not finish the combat round.

## **YELLOW SPELLS**

Yellow spells are from the realm of enchantment. Yellow spells tend to enchant, befuddle, and mesmerize. Yellow magic is subtle, but powerful for the caster who wields it well.

### **Hesitation**

Targeted. Combat. If the spell hits, the target suffers -1 to their maneuver speed the next time this target is attacked. The spell expires immediately after resolving that attack. Hesitation is not cumulative with other hesitation spells.

### **Confuse**

Targeted. Combat. Wound one yellow cube. If the spell hits, the target may not cast spells. Spells already cast are unaffected. If the target is casting a spell that has not yet been resolved this combat round, it is canceled.

### **Charm**

Self or other. Turn. Wound one yellow cube. All attributes are +2 for all mission reward die rolls and haggle attempts.

### **Disorient**

Targeted. Combat. Wound one yellow cube. Any unresolved attacks this round made by the target are canceled. The target may not attack in future combat rounds unless targeted or hit. Once targeted or hit, they may choose a target normally. The attack speed of the next attack performed by the target is at -2 speed. Disorient is not cumulative with other disorient spells.

## **Discord**

Targeted (2 targets). Combat. Wound one yellow cube. The spell must hit two monsters in the same combat round to take effect. If the spell hits two monsters, cancel their current attacks this combat round. On future combat rounds, both monsters will challenge and target each other until one of them is dead or combat ends in the clearing. The caster does not control the monsters, so they are not targeted by other monsters. The caster earns fame for any kills made by these monsters while the spell is active. The spell expires if, at the end of a combat round, one or both monsters are killed.